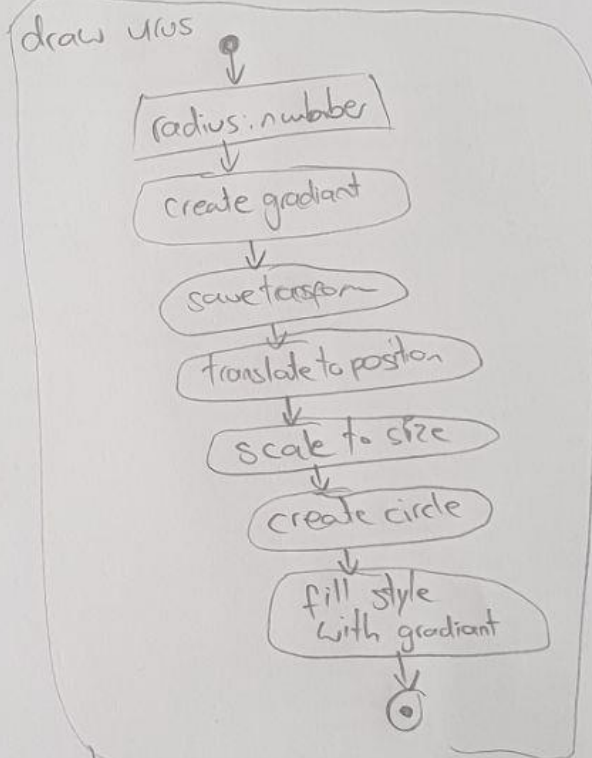
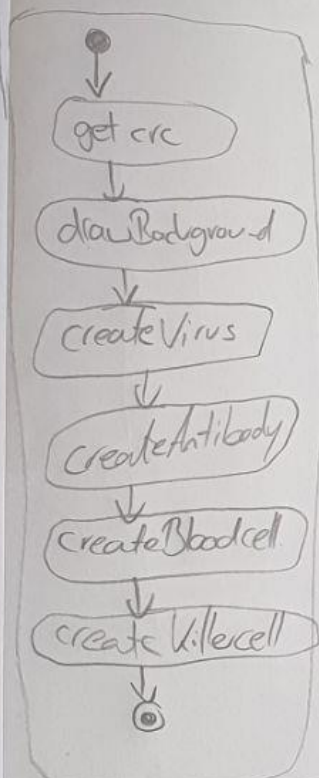
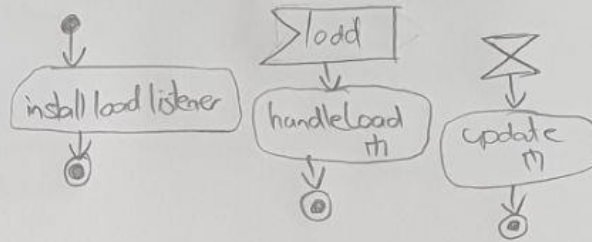
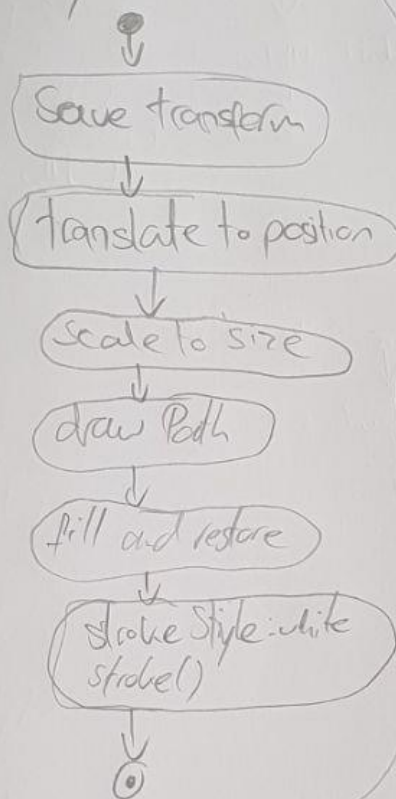


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 bloodcell: Bloodcell[],
 background: ImageData[],
 killerCell: KillerCell[],
 virus: Virus[]

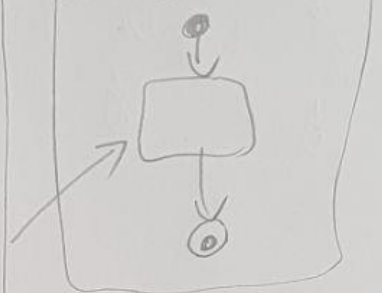


well
 glad.

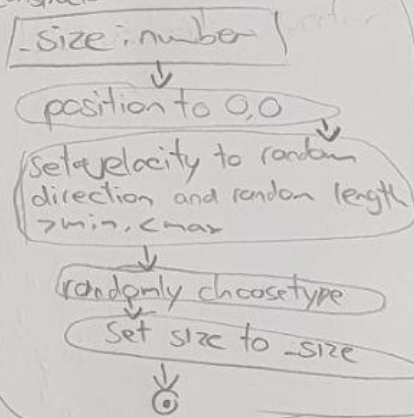
drawAntibody



drawBloodcell



Constructor



update



more

